

IN THE CLAIMS

1 – 14. (Cancelled)

15. (Currently amended) A method for processing event information, the method comprising the steps of:

receiving an event batch identifying a plurality of events;

calculating a lag time associated with the event batch;

dividing the number of events contained in the event batch by the lag time to determine a lag time per event; and

recreating events identified in the event batch while compensating for at least a portion of the lag time required to receive the event batch
recreating the events identified in the event batch at respective event playback times, each playback time being computed by subtracting at least a portion of the lag time per event from an event playback time computed based on a timestamp of the recreated event.

16. (Cancelled)

17. (Currently amended) The method of claim ~~16~~ 15 wherein the step of recreating ~~at least one the events~~ identified in the event batch limits the subtraction of the at least a portion of the lag time per event from an event playback time such that an amount of time between consecutive event playback times is a perceptible amount of time at which events are recreated.

18. (Original) The method of claim 15 wherein the event batch is an event batch M and the step of receiving an event batch includes a step of:

generating a receive time for the event batch M; and

wherein the step of calculating a lag time required to receive the event batch includes the steps of:

- computing an ideal send time for the event batch M; and
- computing the lag time as a difference between the receive time for the event batch M and the ideal send time for the event batch M.

19. (Original) The method of claim 18 wherein the step of computing an ideal send time for the event batch M includes a step of adding a receive time for an event batch M-1 to an amount of elapsed time between a start and an end time of the event batch M.

20. (Previously presented) The method of claim 18 wherein the step of recreating events identified in the event batch includes the steps of:

- dividing the lag time by a multiple that is related to a number of events identified in the event batch to determine a lag time per event; and
- for each of the events identified in the event batch, performing event functionality defined for that event on a respective receiver object corresponding to an identity of a receiver object defined for that event in the event batch, at an event playback time that is computed based on:
 - i) a timestamp associated with the event; and
 - ii) the lag time per event.

21. (Original) The method of claim 15 wherein the event batch is an event batch other than a first event batch and wherein the method further includes the steps of:

- receiving the first event batch;
- recreating events identified in the first event batch at respective event playback times computed based on a respective timestamps associated with each event identified in the first event batch; and

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performing the steps of receiving, calculating and recreating for all event batches other than the first event batch such that events identified in event batches received after the first event batch will be recreated by taking into account lag time required to receive the event batch in which those events are identified.

22. (Currently amended) A computer system comprising:

an input output mechanism;

a processor;

a memory system; and

an interconnection mechanism coupling the input output mechanism, the processor and the memory system;

wherein the memory system is encoded with an event transponder process that, when performed on the processor, causes the computer system to process event information by performing the operations of:

receiving an event batch identifying a plurality of events via the input output mechanism;

calculating a lag time associated with the event batch;

dividing the number of events contained in the event batch by the lag time to determine a lag time per event; and

recreating events identified in the event batch while compensating for at least a portion of the lag time required to receive the event batch
recreating the events identified in the event batch at respective event playback times, each event playback time being computed by subtracting at least a portion of the lag time per event from an event playback time computed based on a timestamp of the recreated event.

23. (Cancelled)

24. (Currently amended) The computer system of claim ~~23~~22 wherein when the processor performs the operation of recreating at least one event identified in the event batch, the processor performs the operation of limiting the subtraction of the at least a portion of the lag time per event from an event playback time such that an amount of time between consecutive event playback times is a perceptible amount of time at which events are recreated.

25. (Original) The computer system of claim 22 wherein the event batch is an event batch M and wherein when the processor performs the operation of receiving an event batch, the processor performs the operation of:

generating a receive time for the event batch M; and

wherein when the processor performs the operation of calculating a lag time required to receive the event batch, the processor performs the operations of:

computing an ideal send time for the event batch M; and

computing the lag time as a difference between the receive time for the event batch N and the ideal send time for the event batch M.

26. (Original) The computer system of claim 25 wherein when the processor performs the operation of computing an ideal send time for the event batch M, the processor performs the operation of adding a receive time for an event batch M-1 to an amount of elapsed time between a start and an end time of the event batch M.

27. (Previously presented) The computer system of claim 22 wherein when the processor performs the operation of recreating events identified in the event batch, the processor performs the operations of:

dividing the lag time by a multiple that is related to a number of events identified in the event batch to determine a lag time per event; and

for each of the events identified in the event batch, performing event functionality defined for that event on a respective receiver object corresponding

to an identity of an receiver object defined for that event in the event batch, at an event playback time that is computed based on:

- i) a timestamp associated with the event; and
- ii) the lag time per event.

28. (Previously presented) The computer system of claim 22 wherein the event batch is an event batch other than a first event batch and wherein the processor further performs the operations of:

- receiving the first event batch via the input output mechanism;
- recreating events identified in the first event batch at respective event playback times computed based on a respective timestamps associated with each event identified in the first event batch; and
- performing the operations of receiving, calculating and recreating for all event batches other than the first event batch such that events identified in event batches received after the first event batch will be recreated by taking into account lag time required to receive the event batch in which those events are identified.

29 - 30. (Cancelled)

31. (Currently amended) A computer program product having a computer-readable medium including computer program logic encoded thereon for processing event information, such that the computer program logic, when performed on at least one processor within a computer system, causes the at least one processor to perform the operations of:

- receiving an event batch identifying a plurality of events;
 - calculating a lag time associated with the event batch;
 - dividing the number of events contained in the event batch by the lag time
- to determine a lag time per event; and

~~recreating events identified in the event batch while compensating for at least a portion of the lag time required to receive the event batch~~recreating the events identified in the event batch at respective event playback times, each playback time being computed by subtracting at least a portion of the lag time per event from an event playback time computed based on a timestamp of the recreated event.

32 - 33. (Cancelled)

34. (Currently amended) A computer system comprising:

means for receiving an event batch identifying a plurality of events;

means for calculating a lag time associated with the event batch;

means for dividing the number of events contained in the event batch by the lag time to determine a lag time per event; and

~~means for recreating events identified in the event batch while compensating for at least a portion of the lag time required to receive the event batch~~means for recreating the events identified in the event batch at respective event playback times, each playback time being computed by subtracting at least a portion of the lag time per event from an event playback time computed based on a timestamp of the recreated event.

35. (Currently amended) A method for processing event information, the method comprising the steps of:

receiving an event batch M identifying a plurality of events;

generating a receive time for the event batch M;

calculating a lag time associated with the event batch M by (1) computing an ideal send time for the event batch M by adding a receive time for an event batch M-1 to an amount of elapsed time between a start time and an end time of the event batch M, and (2) computing the lag time as a difference between the

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receive time for the event batch M and the ideal send time for the event batch M;
and

recreating events identified in the event batch M while compensating for at least a portion of the lag time required to receive the event batch M, including:

dividing the number of events contained in the event batch M by the lag time to determine a lag time per event; and

recreating ~~at least one~~ the events identified in the event batch M at an ~~an~~ respective event playback times, each event playback time being computed by subtracting at least a portion of the lag time per event from an event playback time computed based on a timestamp of at least one event contained in the event batch.

36. (Currently amended) A computer system comprising:

an input output mechanism;

a processor;

a memory system; and

an interconnection mechanism coupling the input output mechanism, the processor and the memory system;

wherein the memory system is encoded with an event transponder process that, when performed on the processor, causes the computer system to process event information by performing the operations of:

receiving an event batch M identifying a plurality of events;

generating a receive time for the event batch M;

calculating a lag time associated with the event batch M by

(1) computing an ideal send time for the event batch M by adding a receive time for an event batch M-1 to an amount of elapsed time between a start time and an end time of the event batch M, and (2) computing the lag time as a difference between the receive time for the event batch M and the ideal send time for the event batch M; and

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recreating events identified in the event batch M while compensating for at least a portion of the lag time required to receive the event batch M, including:

dividing the number of events contained in the event batch M by the lag time to determine a lag time per event; and

recreating ~~at least one~~ the events identified in the event batch M at ~~an~~ respective event playback times, each event playback time being computed by subtracting at least a portion of the lag time per event from an event playback time computed based on a timestamp of at least one event contained in the event batch.

Please add new claims 37 – 46 below:

37. (New) The computer program product of claim 31 wherein recreating the events identified in the event batch limits the subtraction of the at least a portion of the lag time per event from an event playback time such that an amount of time between consecutive event playback times is a perceptible amount of time at which events are recreated.

38. (New) The computer program product of claim 31 wherein:
the event batch is an event batch M, and receiving an event batch includes generating a receive time for the event batch M; and
calculating a lag time required to receive the event batch includes:
computing an ideal send time for the event batch M; and
computing the lag time as a difference between the receive time for the event batch M and the ideal send time for the event batch M.

39. (New) The computer program product of claim 38 wherein computing an ideal send time for the event batch M includes adding a receive time for an event

batch M-1 to an amount of elapsed time between a start and an end time of the event batch M.

40. (New) The computer program product of claim 38 wherein recreating events identified in the event batch includes:

dividing the lag time by a multiple that is related to a number of events identified in the event batch to determine a lag time per event; and

for each of the events identified in the event batch, performing event functionality defined for that event on a respective receiver object corresponding to an identity of a receiver object defined for that event in the event batch, at an event playback time that is computed based on:

- i) a timestamp associated with the event; and
- ii) the lag time per event.

41. (New) The computer program product of claim 31 wherein the event batch is an event batch other than a first event batch and wherein operations performed by the at least one processor further include:

receiving the first event batch;

recreating events identified in the first event batch at respective event playback times computed based on a respective timestamps associated with each event identified in the first event batch; and

performing the steps of receiving, calculating and recreating for all event batches other than the first event batch such that events identified in event batches received after the first event batch will be recreated by taking into account lag time required to receive the event batch in which those events are identified.

42. (New) The computer system of claim 34 wherein the event-recreating means includes means for limiting the subtraction of the at least a portion of the lag time per event from an event playback time such that an amount of time between

consecutive event playback times is a perceptible amount of time at which events are recreated.

43. (New) The computer system of claim 34 wherein:

the event batch is an event batch M and the event-batch-receiving means includes means for generating a receive time for the event batch M; and

the lag-time-calculating means includes:

means for computing an ideal send time for the event batch M; and

means for computing the lag time as a difference between the receive time for the event batch M and the ideal send time for the event batch M.

44. (New) The computer system of claim 43 wherein the send-time-computing means includes means for adding a receive time for an event batch M-1 to an amount of elapsed time between a start and an end time of the event batch M.

45. (New) The computer program product of claim 43 wherein the event-recreating means includes:

means for dividing the lag time by a multiple that is related to a number of events identified in the event batch to determine a lag time per event; and

means operative, for each of the events identified in the event batch, to perform event functionality defined for that event on a respective receiver object corresponding to an identity of a receiver object defined for that event in the event batch, at an event playback time that is computed based on:

i) a timestamp associated with the event; and

ii) the lag time per event.

46. (New) The computer program product of claim 34 wherein the event batch is an event batch other than a first event batch, and further comprising:

means for receiving the first event batch;

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means for recreating events identified in the first event batch at respective event playback times computed based on a respective timestamps associated with each event identified in the first event batch; and

means for performing the steps of receiving, calculating and recreating for all event batches other than the first event batch such that events identified in event batches received after the first event batch will be recreated by taking into account lag time required to receive the event batch in which those events are identified.